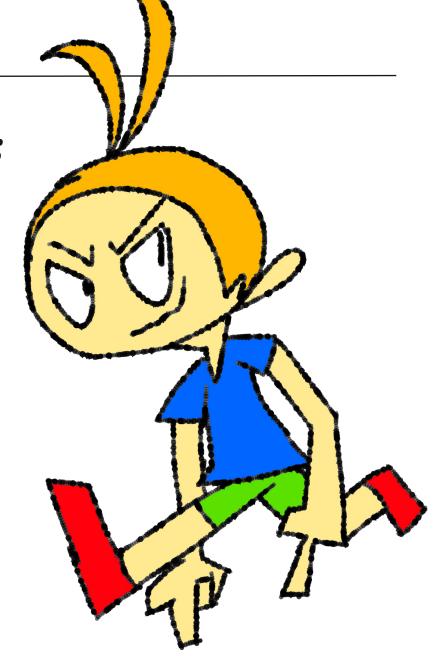


Welcone!

Watch out! There's a newcomer on the block! What? What do you mean its not 2001 anymore? And what's with all this "nobody reads magazines" talk? Look, we may be a little old-school, but we're definitely still cool! Remember when you were a kid playing on your PS2 in your bedroom? We're here to bring you right back! We're not called Memory Card for nothing! And we're indie too! 100% independent and 200% human, so no corporate bias, no Al generated articles, and most importantly, no cheap-outs! You get the full story right from the source. So what are you waiting for? Keep reading and join the revolution!

Meet Baxter:

Noticed that little guy up in the corner on the cover? That's Baxter, our mascot. Expect him to appear in comics and stuff. Don't worry, he won't be a pain... I hope...



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GRand theft Auto 3
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Best of the PS2

Developer Platforms Year Disney Interactive Studios
PS1, Windows
2002

What's not to love about the 2002 animated adventure *Lilo & Stitch*? It's a childhood classic of not only our writers and editors, but much of our readers as well. It's the story we've heard before, a runaway alien finds a human friend, but it's the surrounding elements that make it special. With quiet moments that wouldn't be out of place in a Studio Ghibli movie and gripping family drama yet also action and slapstick, it's no wonder that it's been a favorite for almost 22 years and counting! Well in 2002, a tie-in video game was made... for PS1. Yes, PS1 in 2002. Despite the PS2 nhaving been released for 2 years already by then... But the system it was released for isn't important, the game is. So would you be shocked if we said that the game doesn't do justice to the film that it came from.

One of the most hilariously out of place additions is the recurring Golem bosses



Lilo is also capable of using black magic to attack her enemies... yeah, we have a few questions...



Low difficulty, poor controls, and confusing changes to the film's story make us sad, but confident, to say that it is not worth it... Unless you have small children who can't comprehend the difficulty of *Crash Bandicoot*, which this game borrows... almost all of its elements from. Momvement is clunky and uncomfortable, combat is basic, and Stitch's "angry mode" (which is the eqivalent to Crash's Aku-Aku masks) is near impossible to use. At least its not as bas as the recently released remake... Could you imagine a game based on *that*!?



The gallery allows you to view trailers and stills from the film

Stitch's spin attack only solidifies it as a *Crash Bandicoot* wannabe

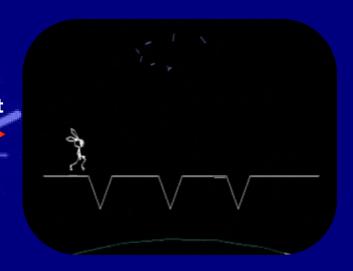
Gameplay	С
Difficulty	F
Presentation	С
Soundtrack	D
OUR VERDICT: S. A. I. S. A. I	

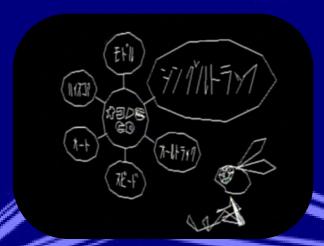
Vib-Ribbon

Developer	NanaOn-Sha
Platforms	PS1
Year	1999

In the late 90s and early 2000s Japan had developed a name for themselves in the market of weird. Weird TV shows, weird toys, and of course weird video games. While *Vib-Ribbon* isn't as strange as something like *Katamari Damacy*, there's no denying it's got a style. The siplistic black and white vector graphics were not only a stylistic choice, but also allowed the game to take up as little space on its own disc as possible. But it wasn't just to optimize game space, because this game actually has a very unique gimmick. While it's built-in soundtrack is a decent selection of obscure indie pop sounds, the real meat of the game is the ability to use CDs to add your own stages.

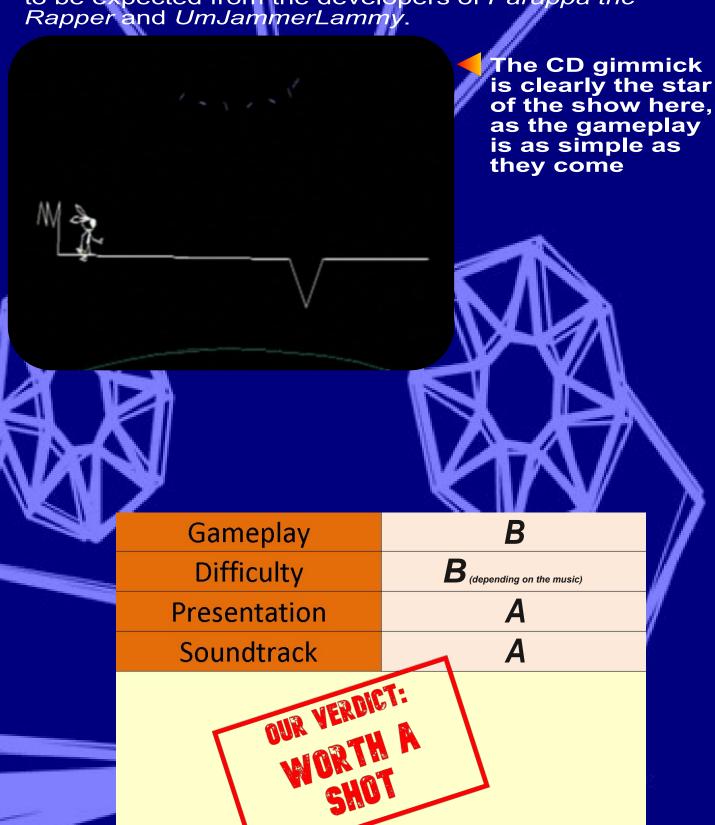
The graphics are simple and basic yet have a distinct charm





Please excuse the Japanese screenshots, the game was never released in the US, and while there is an English version, the Japanese version is far easier to come by





Gran Turismo 3: A-spec

DeveloperPolyphone DigitalPlatformsPS2Year2001

Racing is a complicated genre. For every Mario Kart you have a hundred cheap Nascar tie-ins. Gran Turismo 3, however, breaks this mold. Unlike the many shovelware racers of PlayStation era, Gran Turismo 3 has a distinct flare that immerses you in the high-octane world of pro racing with a realistic edge. It may not be the cartoonishly extravagant Mario Kart or the balls-to-the-walls destructive Burnout, but for what it is, GT3 is an excellent racer. Graphically, it shines as one of the PS2's greatest looking titles, with advanced lighting and graphic effects that hold up, even today. The multiple game modes also offer an amazing selection of ways to play, wether you want to take on a career or just kick back and try out some speed.

The arcade mode provides a fun yet challenging passtime



The impressive graphics are enough to rival even 3D renders.



The controls are robust, almost too much so. Unless you have your owner's manual at the ready (or you're a professional sports racer yourself,) you will likley find yourself confused by the almost endless array of mechanics, although its not something some practice (and maybe a wheel controller) can't help. The soundtrack offers an amazing selection consiting of Goldfinger, Snoop Dogg, Jimi Hendrix, and far too many more to list. So with all that said, we can confidently say that Gran Turismo 3 is welcome addition to any collection.

SIMULATION MODE

CARDELER

CARDELER

This is your home and garage for all your

day 1 @ 6,860

Countless unlockables give you more than enough reason to come back for more

Grand Valley

The robust career simulator mode encourages you to think beyond the speed and put your mind on the money

MIRA TR-XX AVANZATO R(J)



GRAND THEFT AUTO III

Does it Still Hold Up?

In 2001, Rockstar Games defined the true "open-world" game with the release of their sandbox beat-em-up classic Grand Theft Auto III. The game saw you taking control of Claude, an ex-mafia who's willing to do anything to get back to the top. The game not only received the title of most controversial game ever (at that point at least, it would eventually be topped by the infamous *Postal 2*.) but also numerous awards and accolades for its innovative 3D open-world gameplay and edgy, offbeat humor. But 24 years later, is it still worth your time?

With her many appearances in promotional material, you may be shocked to learn that Misty is actually a very minor character in the game

et's talk story: there is none, or at least nothing of much substance. GTA has never been known for good storytelling, or even having actual story at all, so we can't hold GTA3 back for not having much to say. After all, Claude is never even referred to by-name! We won't dock points for the story this time, but we won't add any either. For all intents and purposes, the story is neutral.



raphics? Bad. No sugarcoating it. This game may have been released in 2001, but the graphics would make you think it was more like 1997. Just for comparison, this game was released in the same year as Metal Gear Solid 2, Silent Hill 2, Jak and Daxter, and even Halo: Combat Evolved and all of those games beat it in the graphic department. Lowquality textures, poor audio quality, blocky and basic models, and simple lighting make us believe that we can confidently say that this game is not a looker, even for the standards of the time.

Not looking great yet. But wait! There's still two more things to evaluate! Let's talk about gameplay! The most important part of any game review! And all you GTA3 fans out there will be happy to hear: the gameplay still definitely holds up. Yes, really! While it's definitely an awkward switch from its two dimensional, top-down PS1 predecessors, you cannot deny that Grand Theft Auto III is a humble but strong beginning to the revered 3D sandbox franchise. This game allows you to indulge in your darkest thoughts at any moment, and you bet you can be prepared for some crazy shit to go down! The over-the-top, at times almost cartoonish insanity of Liberty City combined with your complete freedom to do literally whatever you desire leads to a fun, anything-goes game that you can just pick up and play for anywhere from ten minutes to five hours!



So, does *Grand Theft Auto III* still hold up? While the story was never great and the graphics speak for themselves, the gameplay is still more than enjoyable and continues to make us keep coming back again and again. So, with its timelessly cathartic gameplay and ever-witty and satirical writing, if you ever see a copy of this game at your local game store, we recommend you check it out! Just do yourself a favor and steer clear of the 2021 "definitive edition" version...



New taxi missions offer an easy way to rack up the cash.



PlayStation_®2

CANES

#IO

KATAMARI DAMACY

Why we love it:

Katamari Damacy is a game that can be best described as "unapologetically itself." Quirky graphics, stellar soundtrack, and addictingly simple gameplay cement its spot as one of our all-time favorite games.

What could use improvement:

Katamari Damacy is incredibly short and has little replay value. Once you've reached the ending, you don't really have many reasons to go back for more.



Favorite moment:

The final stage where you roll up big enough to make the moon, especially once you manage to get big enough to roll over the entire world and almost nothing can stop you.



CRAND THEFT AUTO III



Why we love it:

While it may be rough around the edges, GTA3 provides a fun, easy-to-play experience that allows you live the life of a madman.

What could use improvement:

The game is grapically unimpressive. Maybe some better lighting effects or better textures could've shown us what the Emotion Engine could really do!

Favorite moment:

The feeling of mowing over streelights and pedestrians without any consequence (as long as you don't get caught) is admittedly quite cathartic.

#8

RATCHET & CLANK

Why we love it:

Ratchet & Clank provides a fun hack/slash platformer with great combat, stellar graphics, and unmatched sound design. The combat is near the best in the system's catalog.

What could use improvement:

The camera is far from the best and can be pretty hard to use sometimes.



Favorite moment:

Finally unlocking every weapon, the arsenal is overwhelming!

#5

FINAL FANTASY X

Why we love it:

Final Fantasy X had a lot riding on it, being both the first full 3D Final Fantasy game and the series' first foray into the 6th generation. Needless to say, it did not dissapoint.

What could use improvement:

The random encounter system, while a staple of the RPG genre, does not translate well into 3D and should have stayed in the second dimension/



Favorite moment:

When Tidus and Yuna share an awkward but heartfelt and wholesome laugh. It really shows that even these fantasy heroes don't always know how to act.

#6

<u>CRAND THEFT AUTO:</u> SAN ANDREAS

Why we love it:

When compared to its predecessors, GTA3 and Vice City, Grand Theft Auto: San Andreas raises the bar so high that the other two can't even compete. Better graphics, vehicle controls, and characters help make San Andreas the defining GTA title.

What could use improvement:

Even with its improvements, GTA San Andreas still pales in comparison to other games of the era graphically.

Favorite moment:

Learning your way around the city with Carl (or CJ, as his gang calls him) and trally feeling what its like to live in Los Santos.





Why we love it:

Gran Tusimo 3: A-spec offers two amazing gameplay modes; A high-octane arcade racer and an impressively realistic simulator mode. Even if racing game aren't your favorite, GT3 is still worth a shot.

What could use improvement:

The first-person mode is janky and hard to control. Made worse by the fact that its the default camera mode.

Favorite moment:

The unmatchable feeling of accomplishment watching your replay after a good race.

#4

METAL CEAR SOLID 3: SNAKE EATER

Why we love it:

Metal Gear Solid 3 marked a massive turning point in Hideo Kojima's best-selling series by incorporating survival elements, refined CQC, and wide open areas into its iconic stealth gameplay.

What could use improvement:

The CQC mechanic is barely explained and may be difficult to get used to for a newbie.

Favorite moment:

The many optional codec calls with absolutely hilarious dialouge between Snake and the colorful cast of characters he calls his support team.

SILENT HILL 2

Why we love it:

Silent Hill 2 is the quintessential psycological horror game, with its effect still being seen today. Unforgettable story, terrifying visuals, masterclass sound design, and a horrifying plot twist make it one of the greatest horror games ever.

What could use improvement:

The voice acting is far from perfect, but wether or not that may actually be intentional is left up for debate.

Favorite moment:

The melancholic ending where James comes to terms with what he did. We've never cried harder over such a horrible, quilty man.

#2 BURNOUT 3: TAKEDOWN

Why we love it:

As far as arcade racers go, you really can't top Burnout 3. A racing game where you have to put yourself in danger to win may seem odd and even



confusing to some, but in execution it creates an absolutely chaotic and downright insane experience that keeps you hooked every time you boot up the disc.

What could use improvement:

The game seems to have touble reading third-party memory cards, which may be a problem in the modern day, where most memory cards available are third-party.

Favorite moment:

Speeding through the tracks at impossible speeds while just barely dodging disaster.

AND NOW...
THE MOST COVETED
SPOT ON THE LIST...



METAL CEAR SOLID 2: SONS OF LIBERTY

Why we love it:

Metal Gear Solid 2 is more than just a game. Its an experience that must be played to be believed. We couldn't do it any justice just by talking about it. The gameplay is still some of the best in the stealth genre, the music helps crank the mood up to eleven, and don't even get us started on the mind-bending story that always fools you right when you think you've got it figured out.

What could use improvement:

The control scheme for the sword has not aged well, and we can guarantee that it will result in more than a few missed attacks.

Favorite moment:

The final boss fight atop Federal Hall, armed only with a katana blade and a ration, having to make use of your new, agile moveset.

AAAAAND... CUT!

And just like that, our May 2025 issue comes to a close! We had a ton of fun making this and we hope you had just as much fun reading it! We hope that you stick around for months, or maybe even years, to come. Our mission is to bring back the old days of gaming magazines and we'd say we accomplished that, for now at least... If you'd like to write to us, we are taking fan mail at memorycardmagazine@gmail.com

We'll be publishing our next issue by the end of June, with all sorts of new, exciting features that we didn't include here! Next issue is our Summer Special (no swimsuits, you pervs) so look forward for games to kick off your summer vacation, soundtracks to put you in the mood for a sunny holiday, and of course, our reviews. plus fan mail! If we can get any, that is... *wink wink*

From all of us here at MCM, have a good day! Now if you will excuse me, I have another month of editing to get to...

